

Figure 1 [Prior Art Embodiment according to PCT/GB01/01161]  
(x and y axes are normalized units of length)

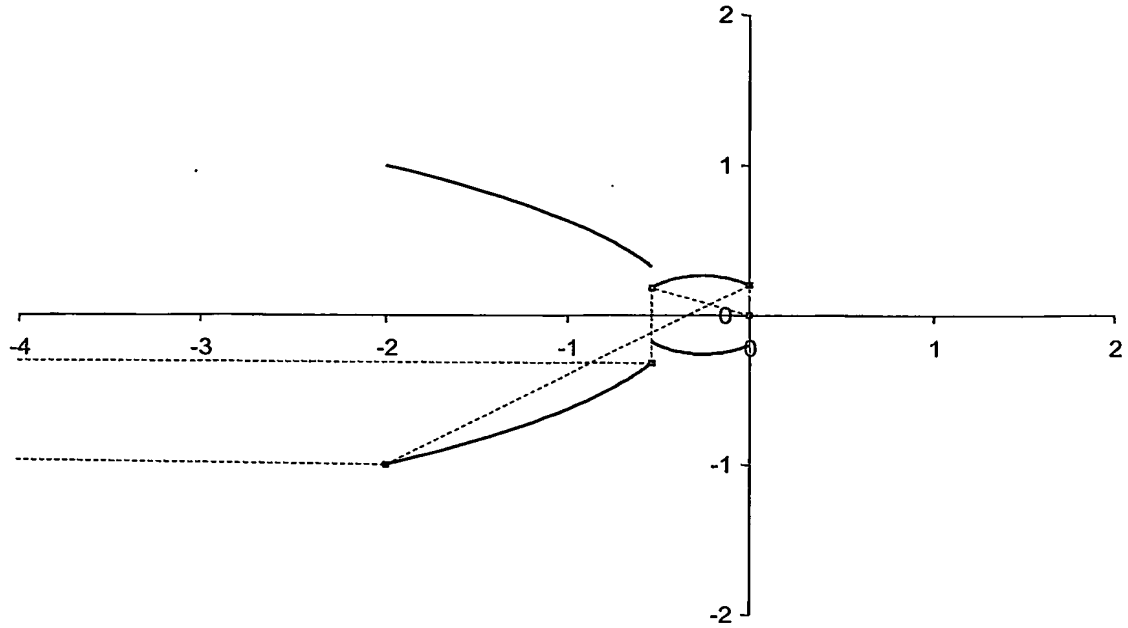


Figure 2 [Prior Art Embodiment according to PCT/GB01/01161]

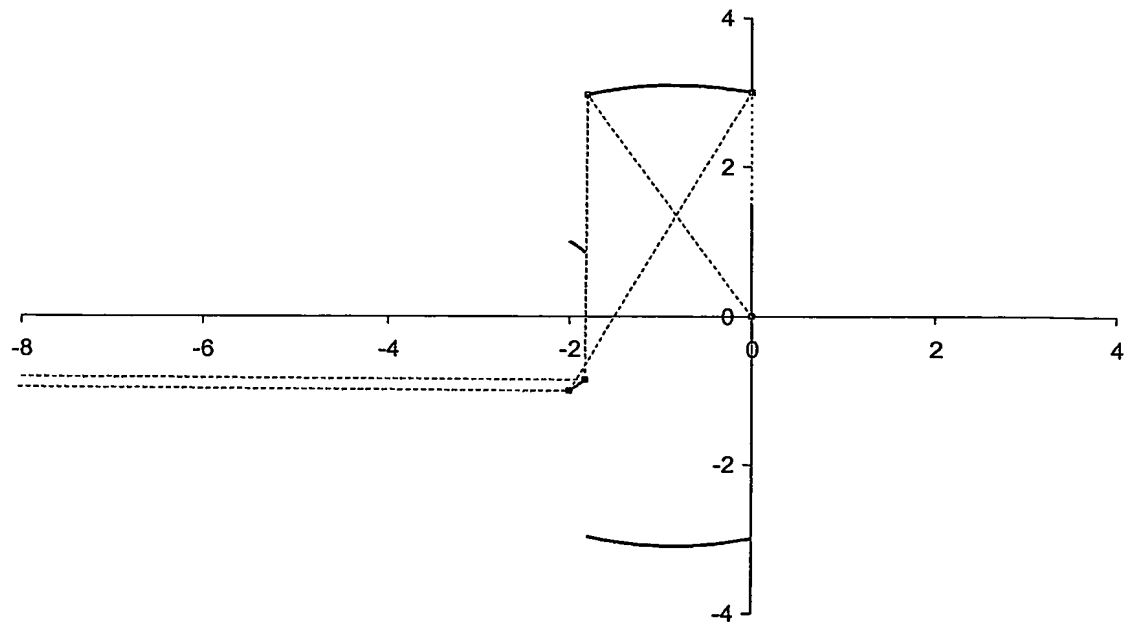


Figure 3

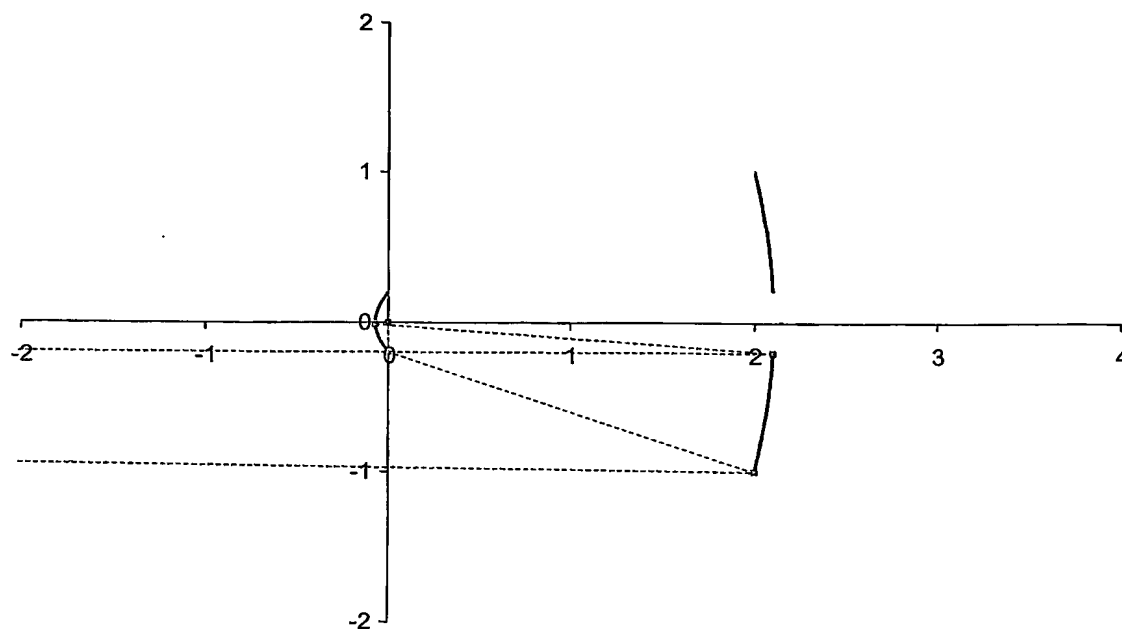


Figure 4

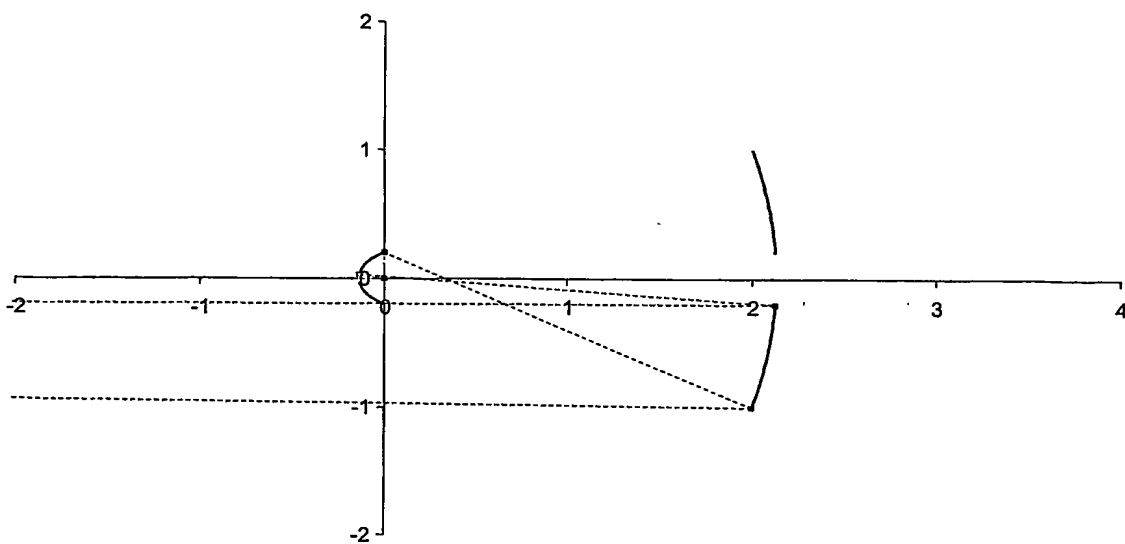


Figure 5

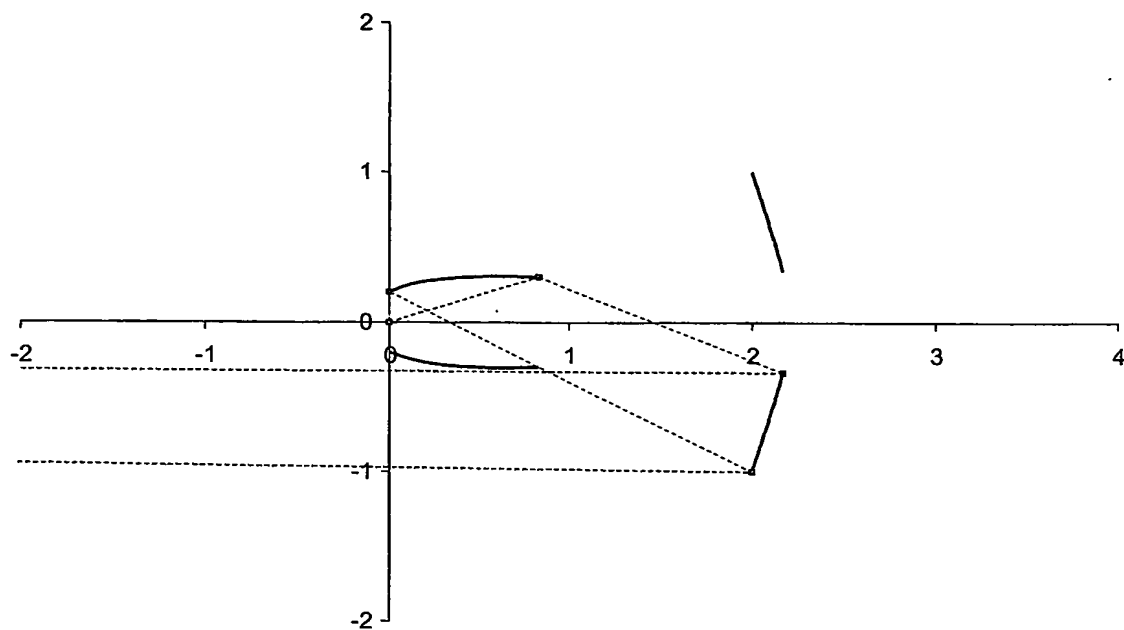


Figure 6

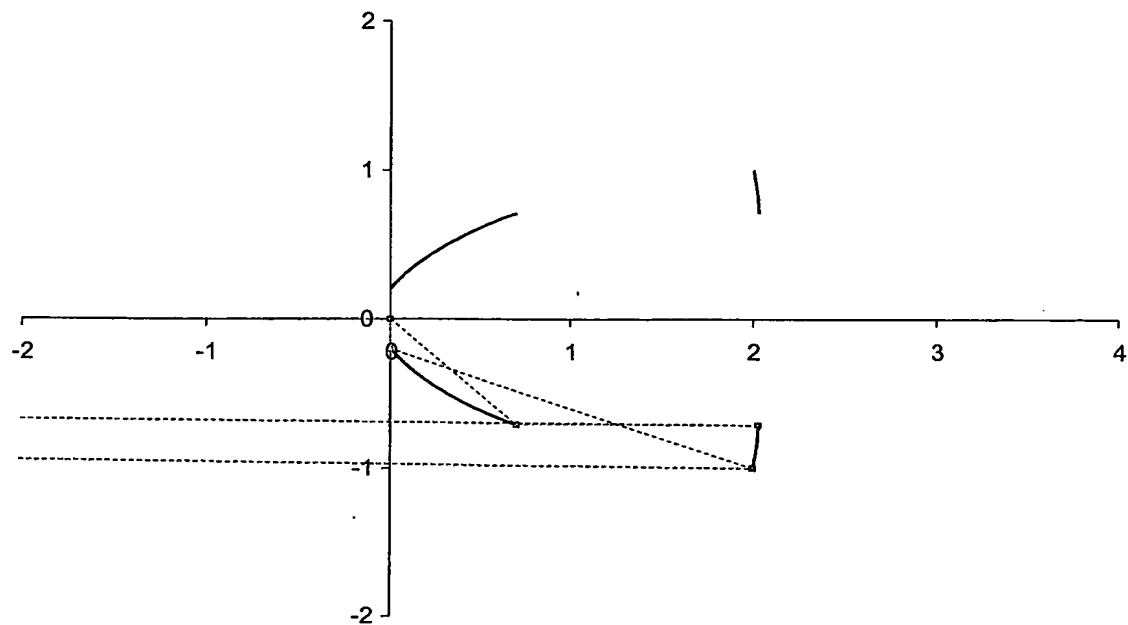


Figure 7

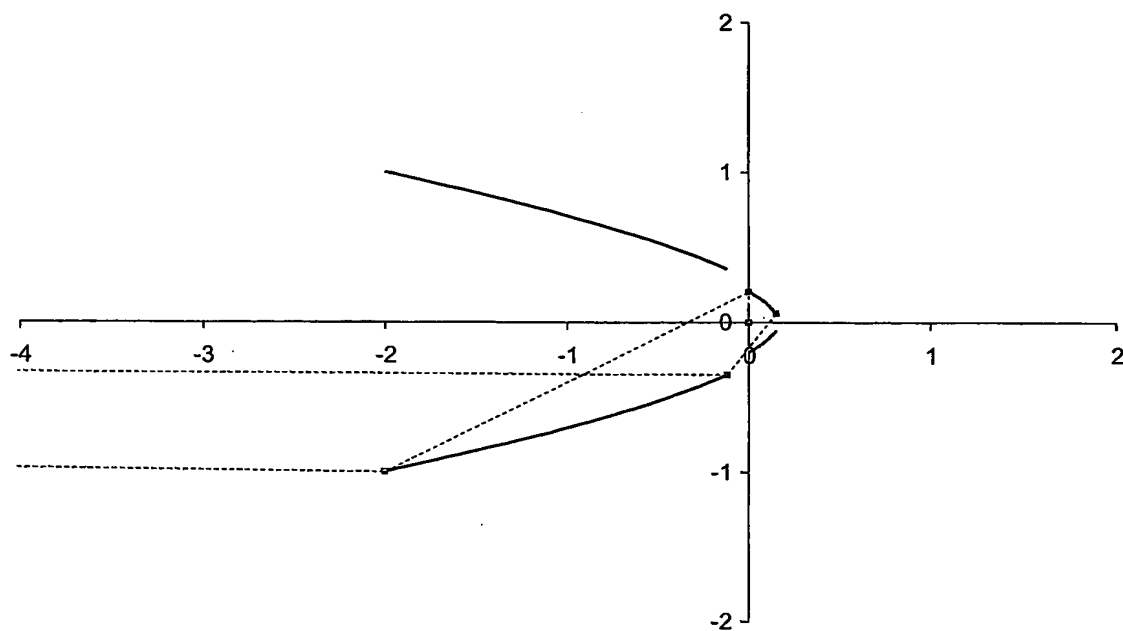
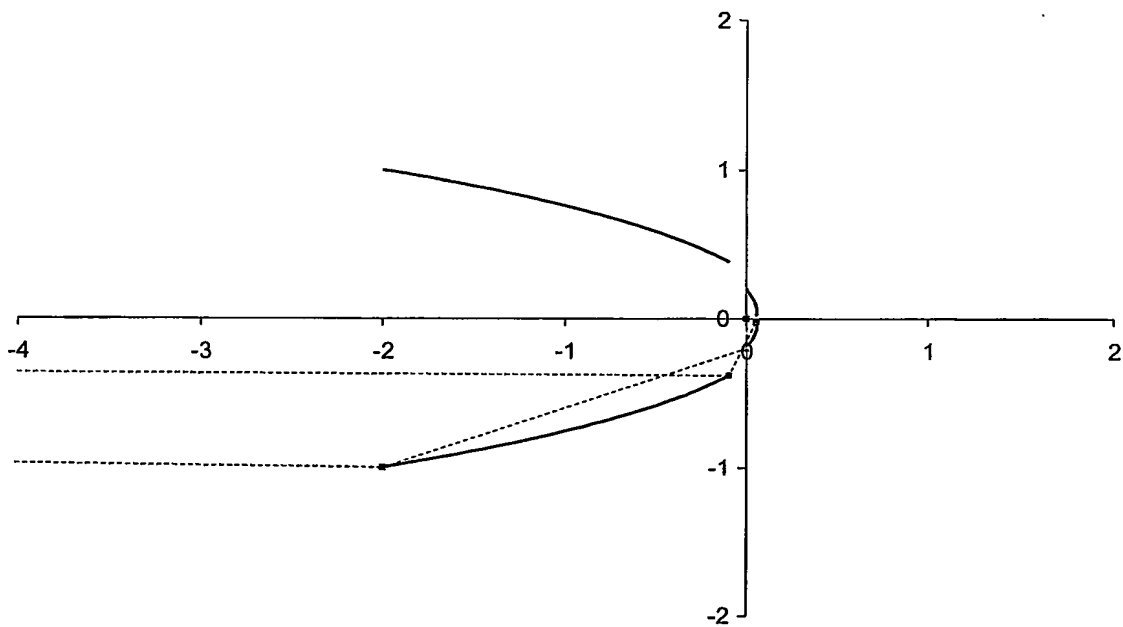


Figure 8



5/12

Figure 9

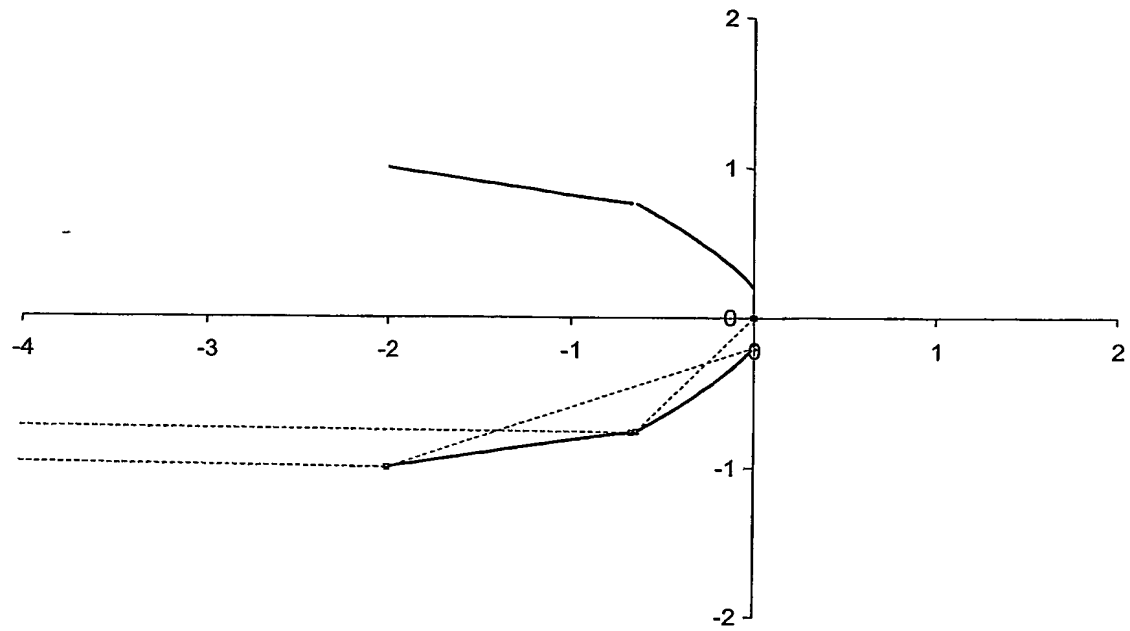


Figure 10

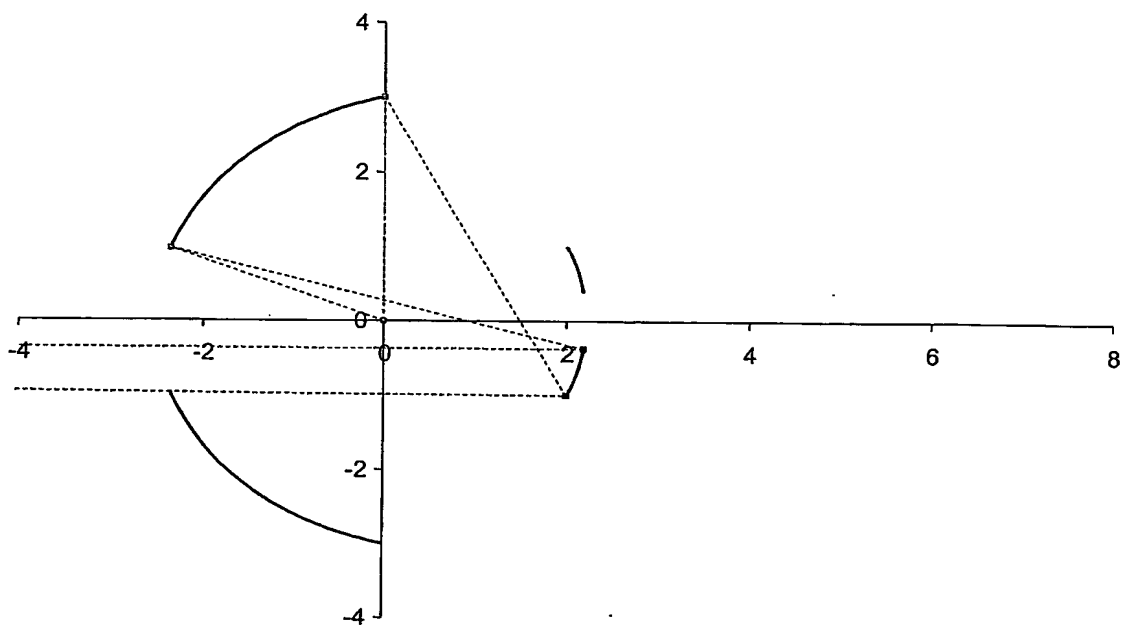


Figure 11

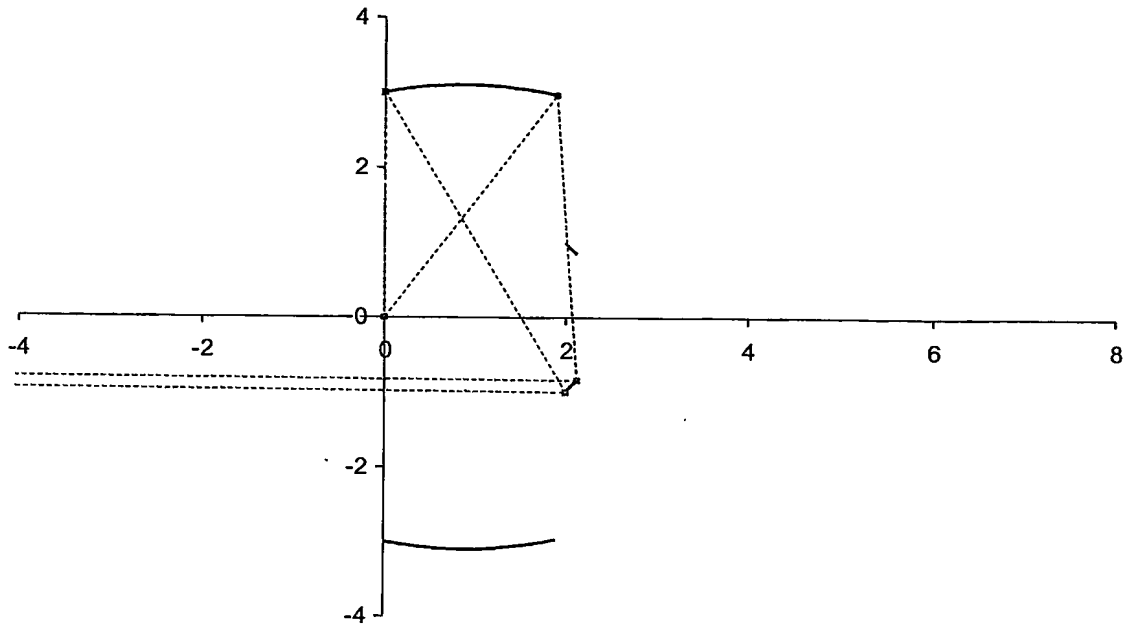


Figure 12

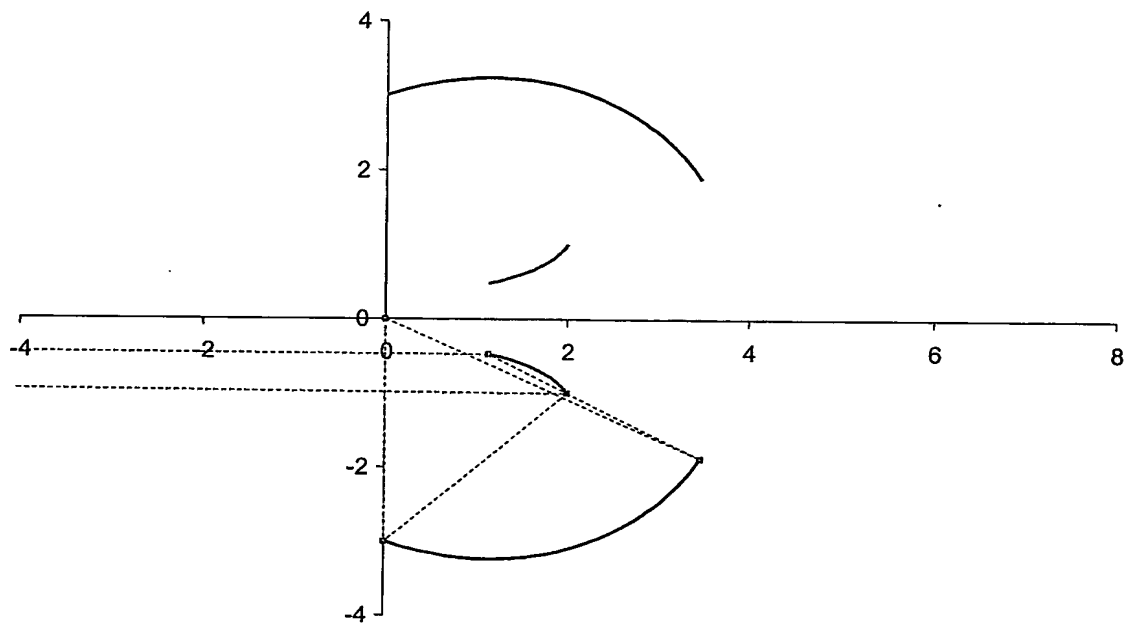


Figure 13

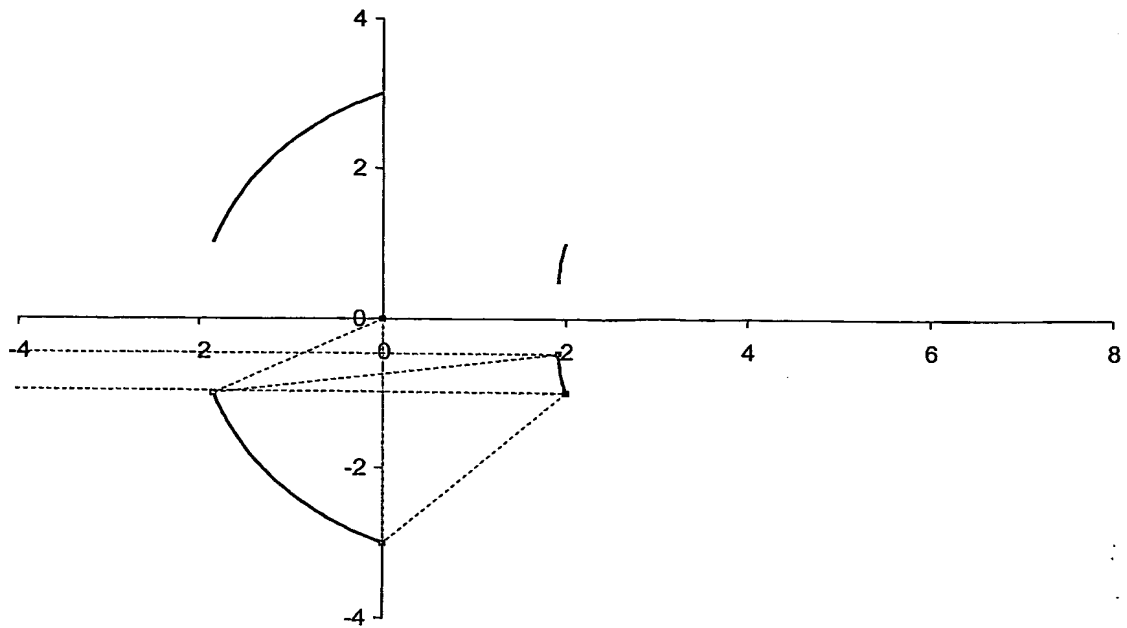


Figure 14

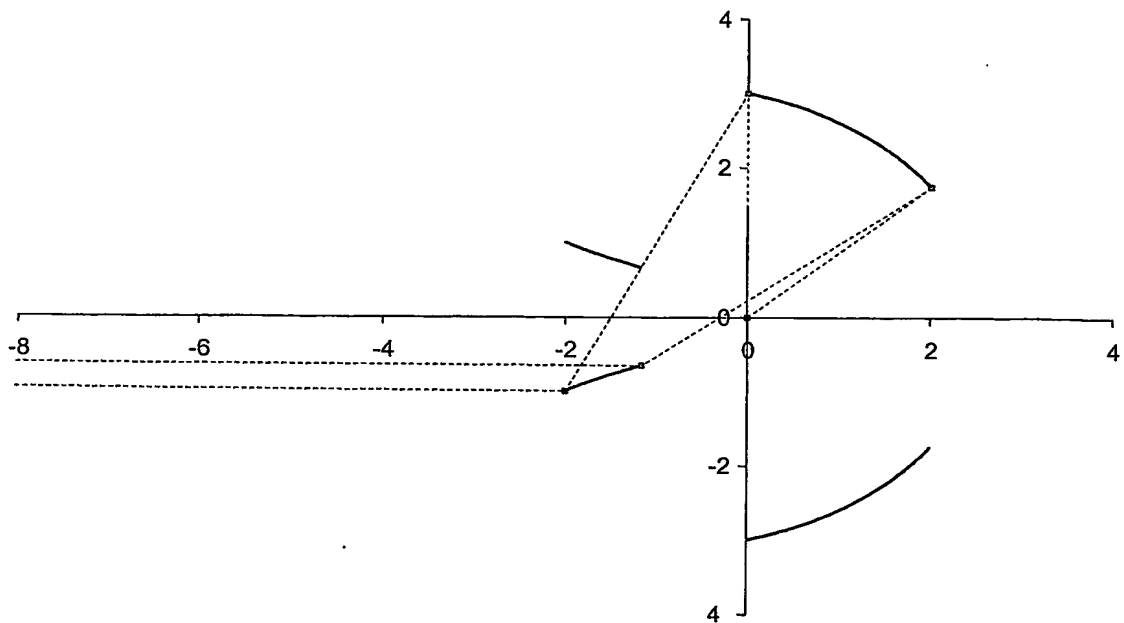


Figure 15

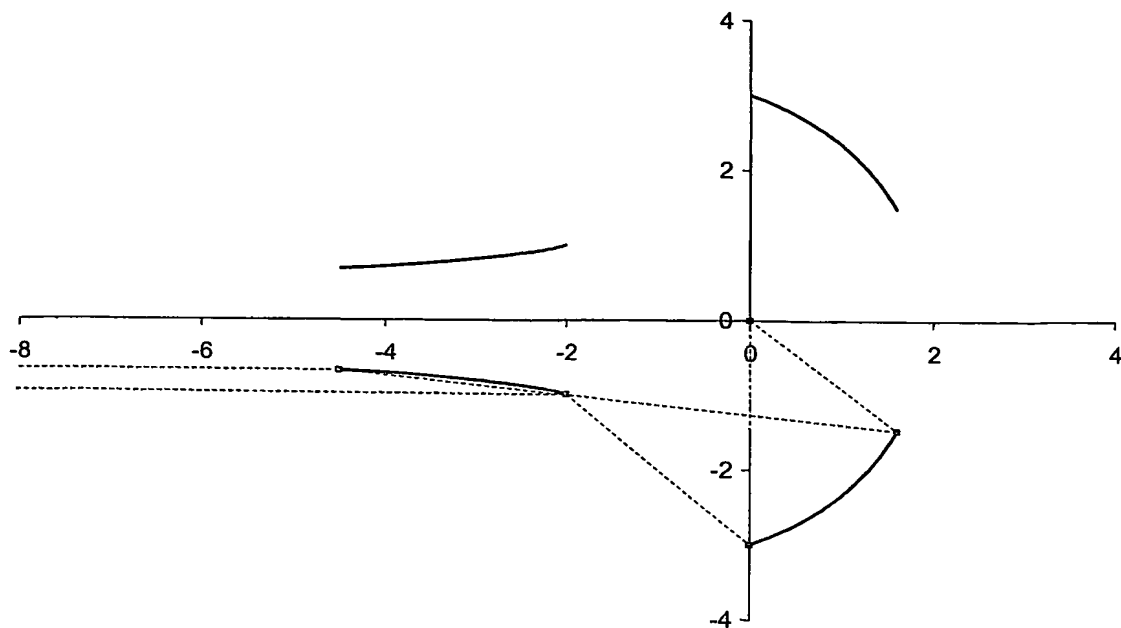


Figure 16

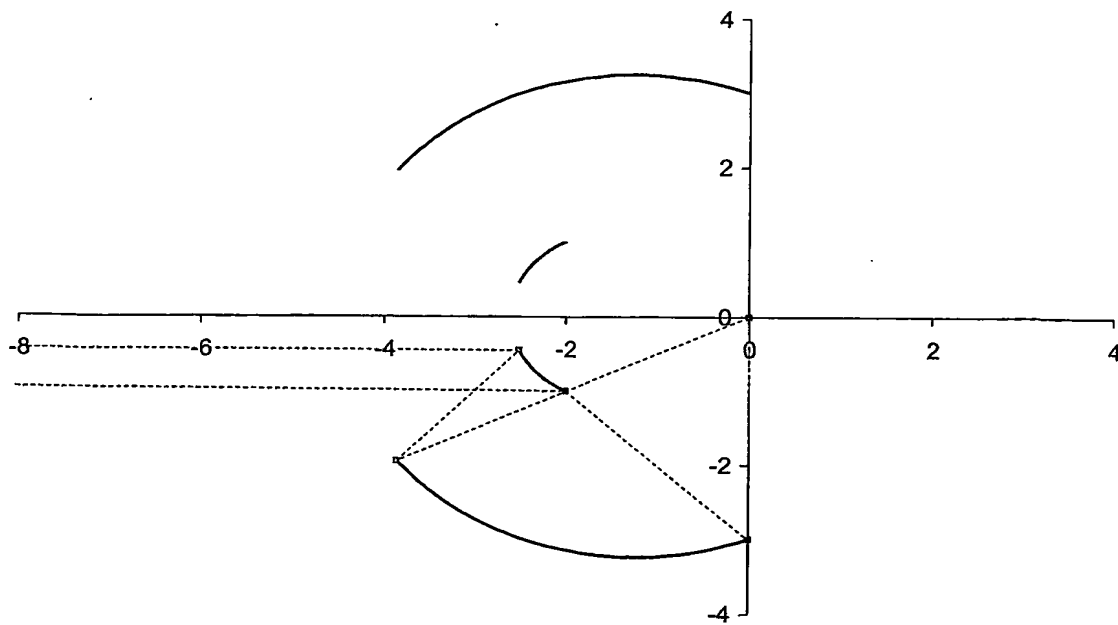
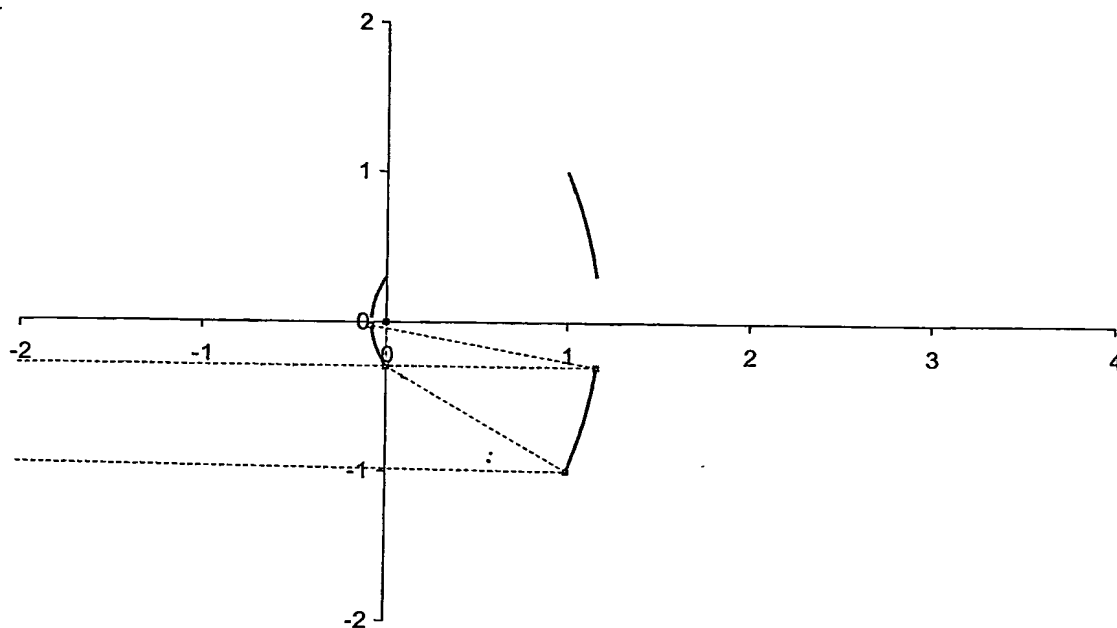




Figure 17



10/12

Fig 18

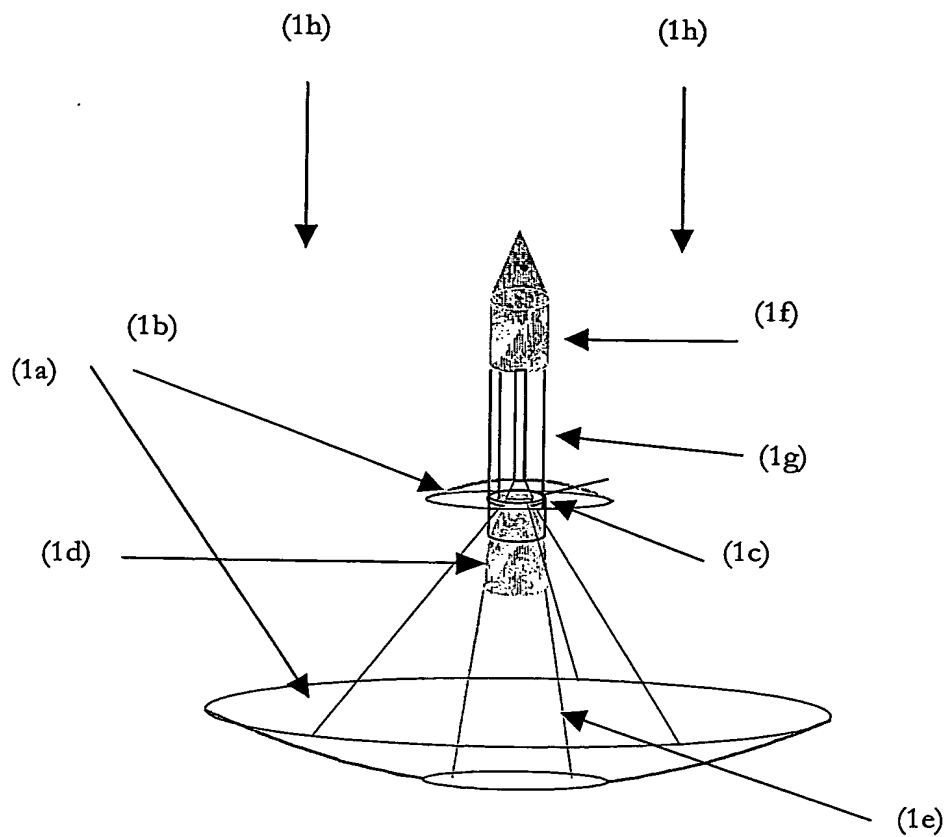


Figure 19

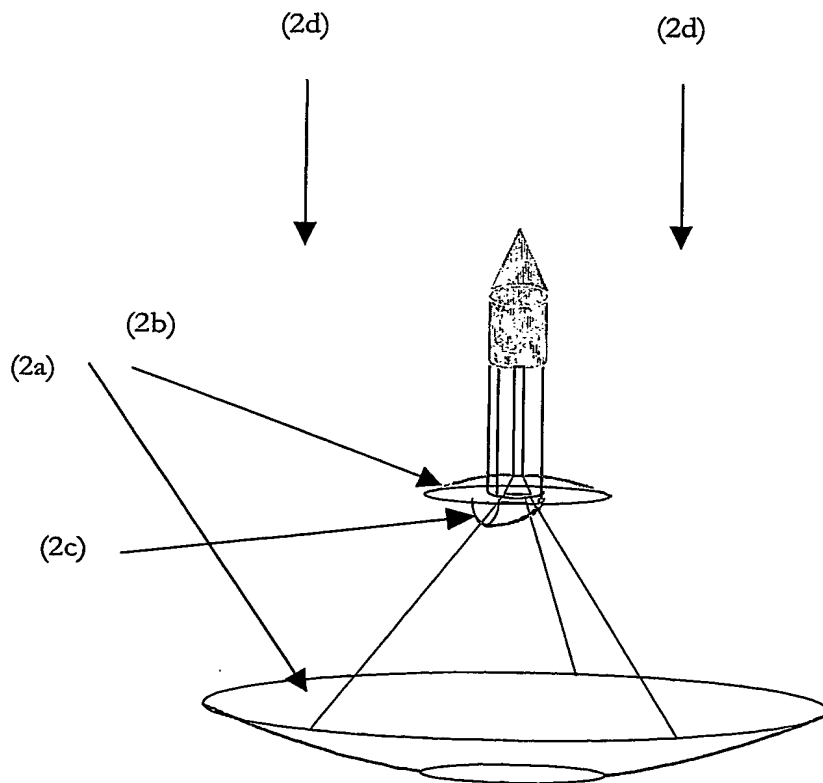
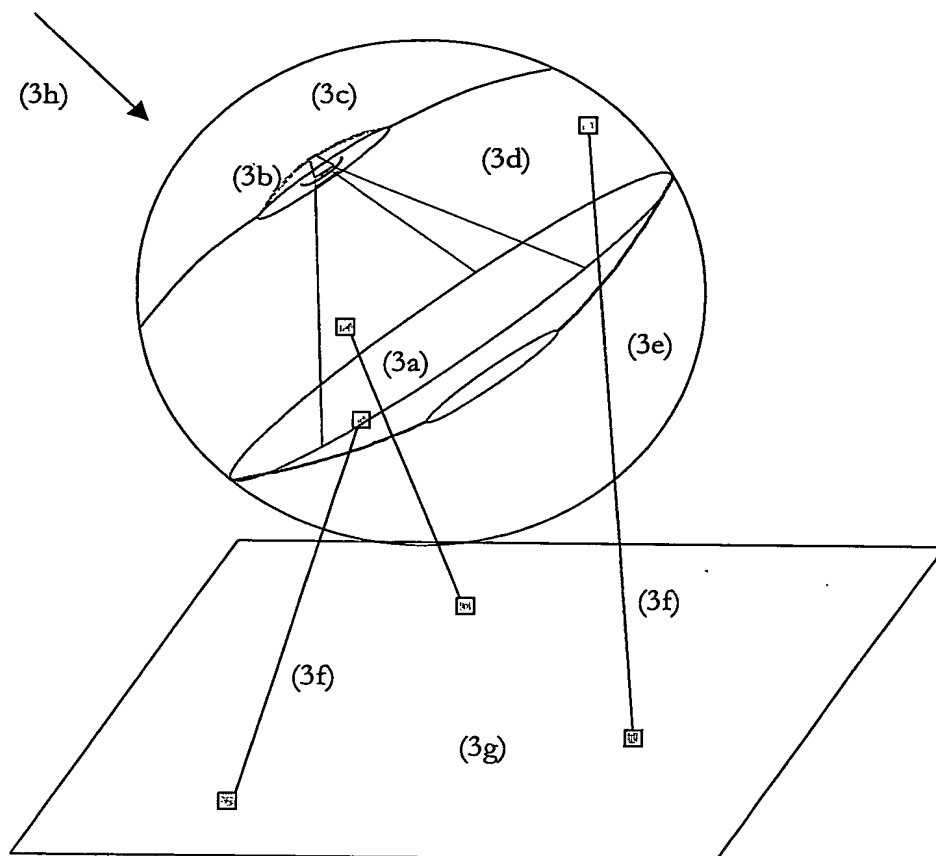


Figure 20



12/12

Figure 21

(x, y and z axes are normalized units of length)

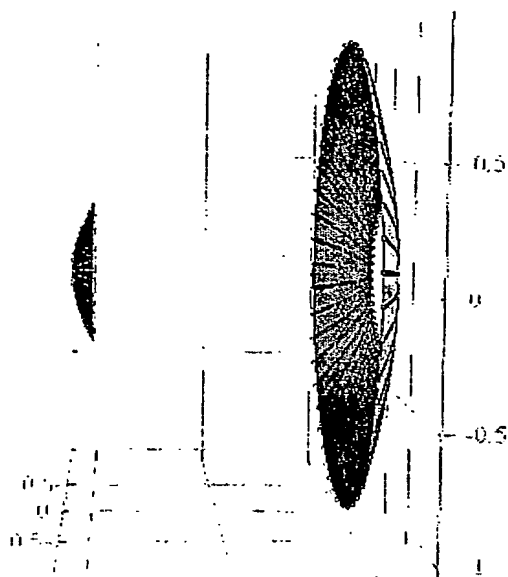


Figure 22

(x, y and z axes are normalized units of length)

